

# The CLPZINC modeling language and its long compilation chain to solving

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# Constraint Satisfaction Problems (CSP)

- A paradigm for solving combinatorial problems
- Finite-domain variables, constraints.

$$\forall i \in [1, 30], x_i \in [1, 200], y_i \in [1, 200]$$

$$\forall i, j, i < j : x_i + i \leq x_j \vee x_j + j \leq x_i \vee y_i + i \leq y_j \vee y_j + j \leq y_i$$

- Reification: 
$$\begin{cases} x_1 + 3 \leq x_2 \text{ satisfied: bool } \mathbf{b} = \mathbf{1} \\ x_1 + 3 \leq x_2 \text{ violated: bool } \mathbf{b} = \mathbf{0} \end{cases}$$
- Search strategy: additional constraints which orient search and propagation of the solver.
  - e.g., labelling: enumerating the values, one by one.

# ZINC

- A high-level language for stating a CSP
- Zinc specification and the reduced MiniZinc implementation (NICTA).
- Example: Korf.

*int: n = 30;*

*int: range = 200;*

*array[1..n] of var 1..range: x;*

*array[1..n] of var 1..range: y;*

*constraint forall(i in 1..n-1, j in i+1..n)*

*(x[i] + i <= x[j] ∨ x[j] + i <= x[i] ∨ y[i] + i <= y[j] ∨ y[j] + j <= y[i]);*

*solve satisfy;*

- FlatZinc: A low-level language easily parsed by solvers (e.g., CHOCO, JaCoP, SICTUS). A MiniZinc model is compiled into a FlatZinc one.

MiniZinc -> FlatZinc -> (solvers)

- *solve satisfy;*                      *solve minimize X;*                      *solve maximize Y;*

# Weakness of ZINC

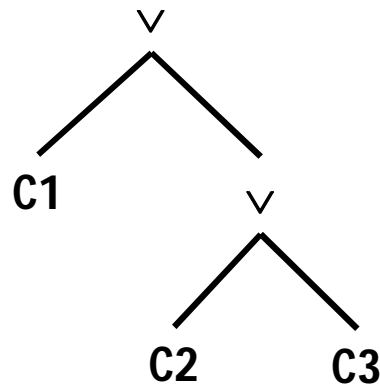
```
int: n = 30;  
int: range = 200;  
array[1..n] of var 1..range: x;  
array[1..n] of var 1..range: y;  
constraint forall(i in 1..n-1, j in i+1..n)  
    (x[i] + i <= x[j] ∨ x[j] + i <= x[i] ∨ y[i] + i <= y[j] ∨ y[j] + j <= y[i]);  
solve :: seq_search ([  
    int_search(x, input_order, indomain_min, complete),  
    int_search(y, first_fail, indomain_split, complete)  
]) satisfy;
```

- Zinc's annotations express little only of search strategies ...

# CLPZINC

- Reified constraints express disjunctions

**( C1 ; ( C2 ; C3 ) )**



*var 0..1 : XX1;*

*var 0..1 : XX2;*

*constraint XX1 = 0 -> C1;*

*constraint XX1 = 1 ∧ XX2 = 0 -> C2;*

*constraint XX1 = 1 ∧ XX2 = 1 -> C3;*

*constraint XX1 = 0 -> XX2 = 0;*

- CLPZINC is a Horn-clause extension of MiniZinc for expressing search strategies in CLP clauses.
  - e.g., labelling: *between(A, X, B) :-*  
*A <= B, (X = A ; S = A + 1, between(S, X, B)).*
- Extended with records, forall, exists

# Example of search strategies

*interval\_splitting*(*X*, *Step*, *Min*, *Max*) :-

*Min* + *Step* <= *Max*,

*NextX* = *min(X)* + *Step*,

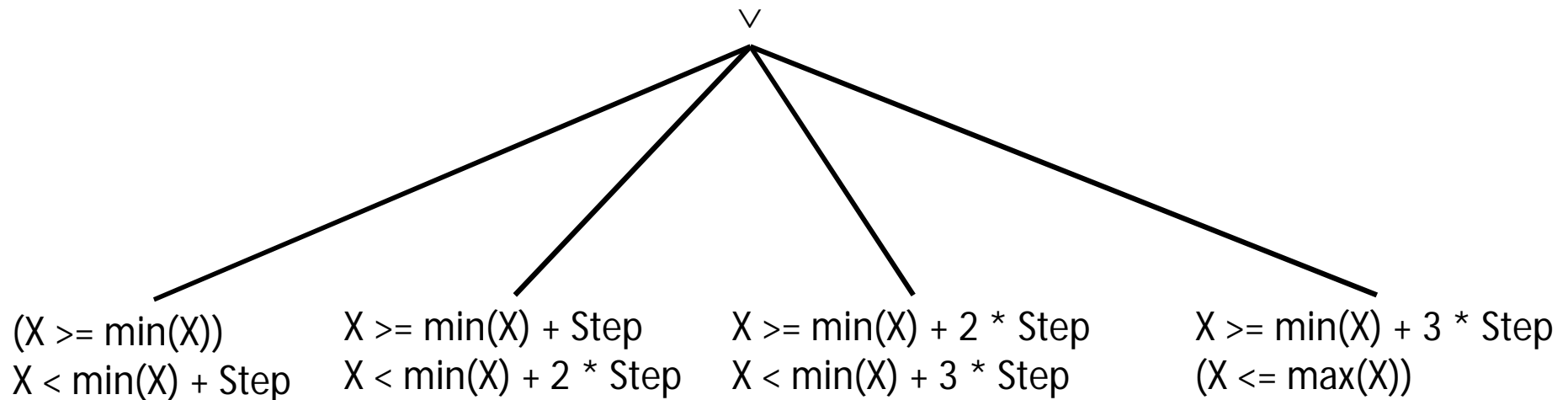
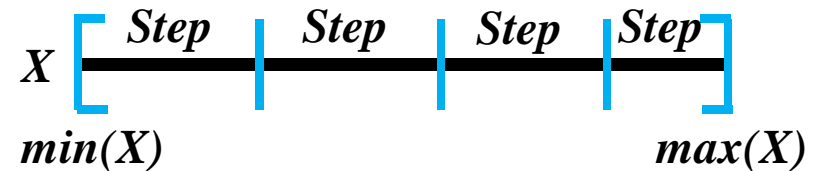
( *X* < *NextX* ;

*X* >= *NextX*,

*interval\_splitting*(*X*, *Step*, *Min* + *Step*, *Max*) ).

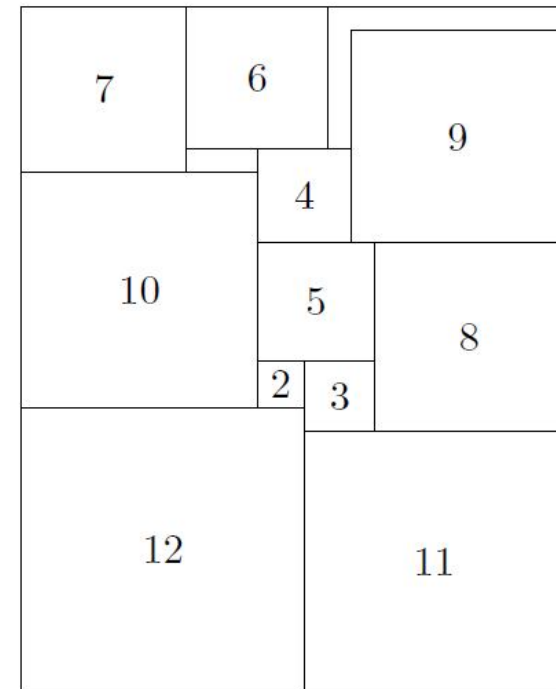
*interval\_splitting*(*X*, *Step*, *Min*, *Max*) :-

*Min* + *Step* > *Max*.



# Packing

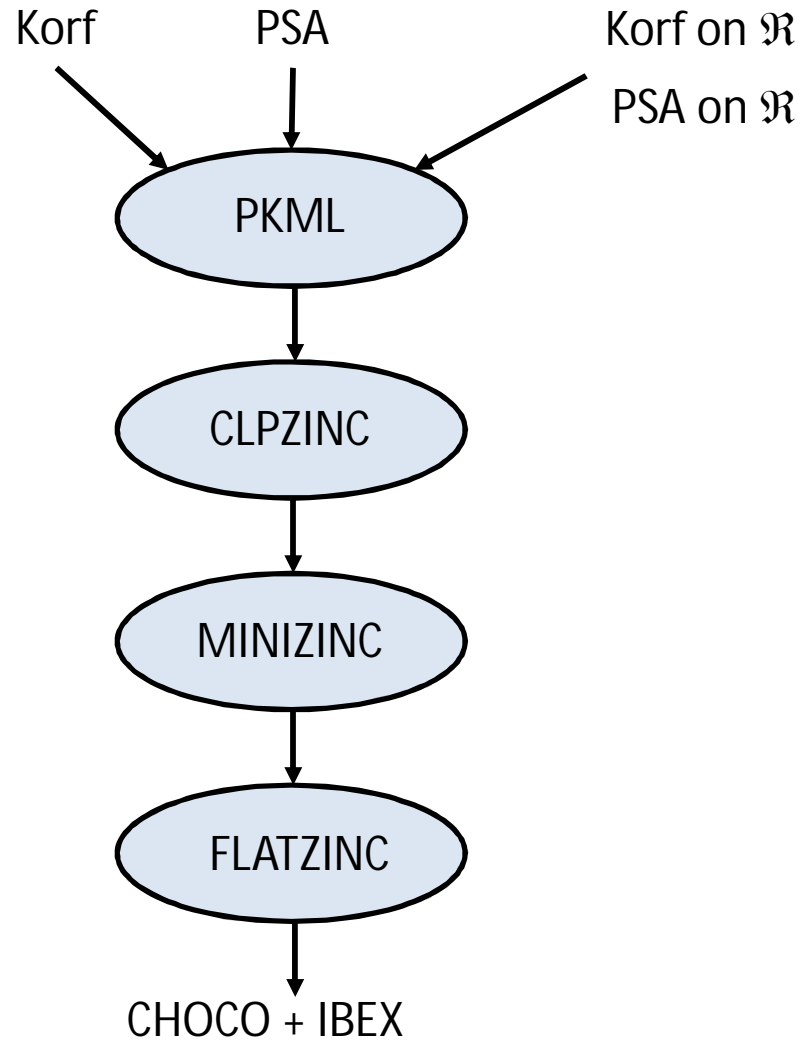
- Optimal packing of objects with complex shapes
- Allen, RCC, PKML libraries



*Korf,  $n = 12$*

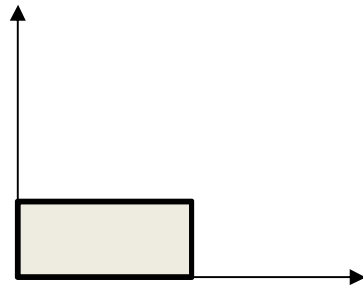
- Applications:
  - Korf: How to place  $n$  non-overlapping squares, of size  $1 \times 1$  up to  $n \times n$ , in a minimal surface?
  - Real data from the company PSA

# Compilation chain

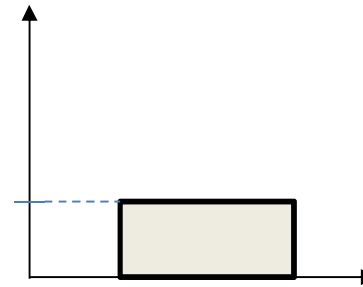




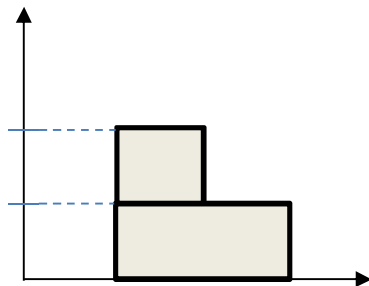
# Packing Knowledge Modelling Language (PKML)



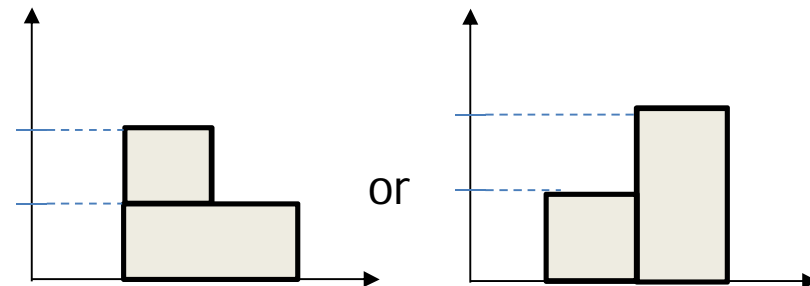
Box



Shifted Box

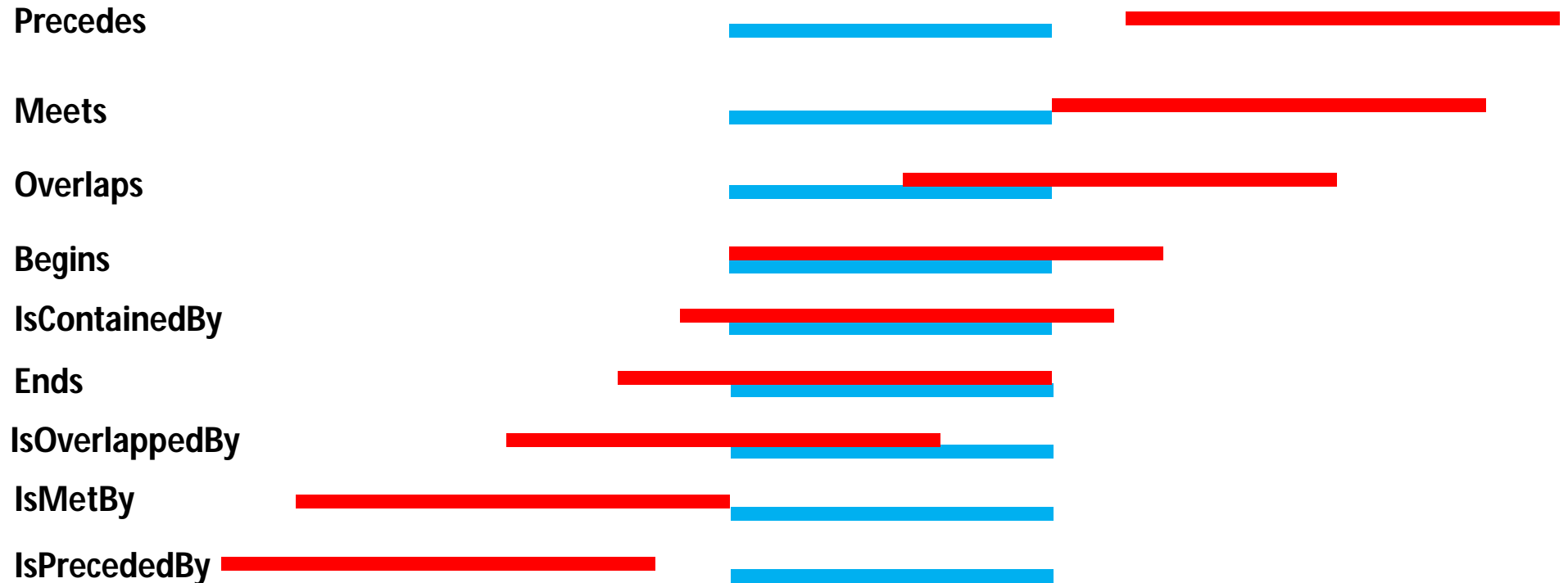


Shape



Object

# Allen's relations between time intervals



*precedes*( $T1, T2, D$ ) :-  
 $T1.end[D] < T2.start[D]$ .  
*meets*( $T1, T2, D$ ) :-  
 $T1.end[D] = T2.start[D]$ .

*overlaps*( $T1, T2, D$ ) :-  
 $T1.start[D] < T2.start[D] \wedge$   
 $T1.end[D] < T2.end[D] \wedge$   
 $T2.start[D] < T1.end[D]$ .

# Region Connection Calculus (RCC)

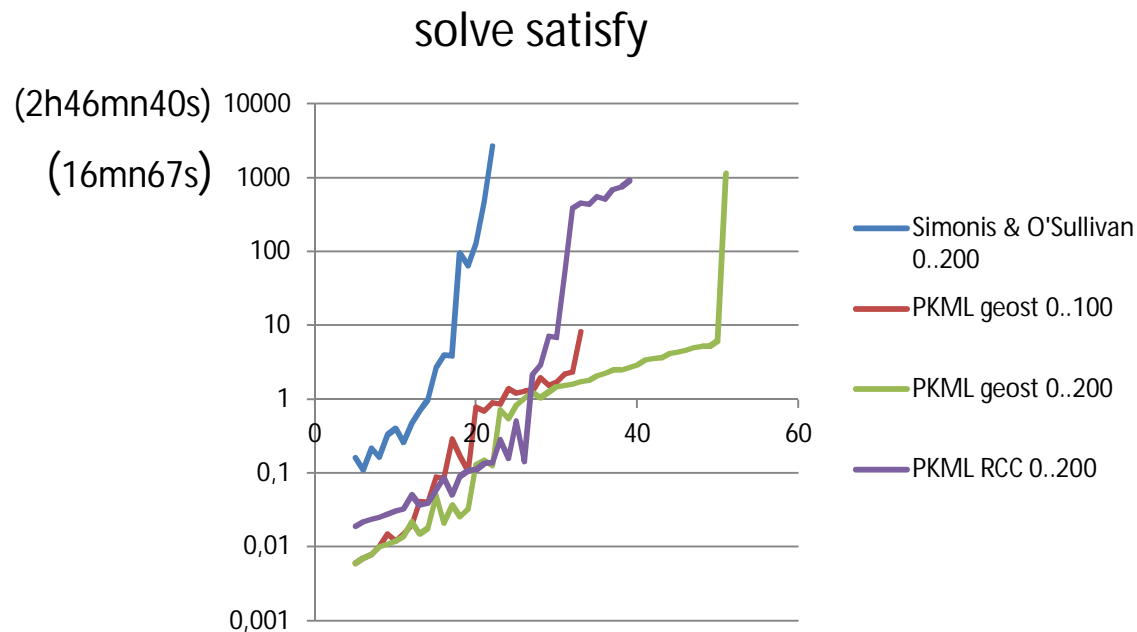
*task(Task, Start, End) :- Task = (start: Start, end: End).*

*disjoint(T1, T2, N) :-  
exists(i in 1..N) ( precedes(T1, T2, i) ∨ preceded\_by(T1, T2, i)).*

*overlap(T1, T2, N) :-  
forall(i in 1..N) ( overlaps(T1, T2, i) ).*

# Experiments: Integers

- Korf in CLPZINC using CHOCO:



- PSA in CLPZINC: 0,263s  
Gravity; Weight stacking; Weight balancing; Stack oversize.

# Real numbers

- Native in MiniZinc/FlatZinc and IBEX
- Added to CHOCO parser and to CLPZINC.
- Example in CLPZINC for packing:  
Approximating real variables on a multi-dimensional grid

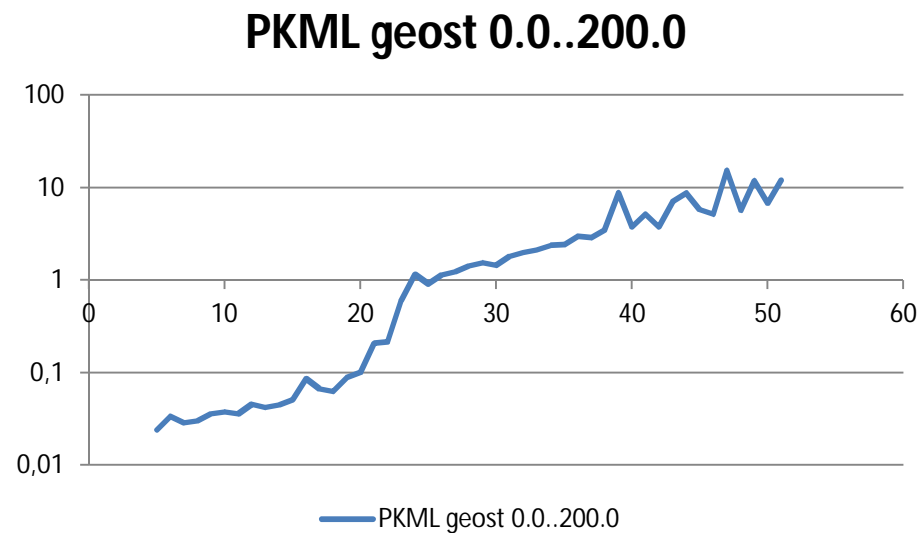
*grid(Y1, Y2, X, N) :-*

*abs(Y2 - Y1) <= 1.0 / (2.0 \* int2float(N)),*

*Y2 = int2float(X) / int2float(N).*

# Experiments: Reals

- Korf in CLPZINC using CHOCO + IBEX:  
grid = [5, 6]



# Conclusion

- CLPZINC is a modeling language for expressing search strategies for CSP
- Allen, RCC and PKML are CLPZINC libraries
- Real numbers are proposed in the compilation chain
- Application to packing without significant performance loss
  
- Future work (in another life!):
- Port reals to MiniZinc v2.0 and CHOCO v3.2
- What if objects have curved shapes? e.g., circles with PKML real (CMA-ES) ...